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NES-3D-USA

INSTRUCTION MANUAL

SNK

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PRECAUTIONS

- As this Game Pak is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the connectors and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzene or alcohol.
- Always turn the power off before inserting or removing the Game Pak from the Nintendo Entertainment System.

Warning: Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither SNK Corporation of America nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Thank you for selecting IKARI III: THE RESCUE for your Nintendo Entertainment System from SNK. For maximum enjoyment, read this booklet carefully and save it for future reference.

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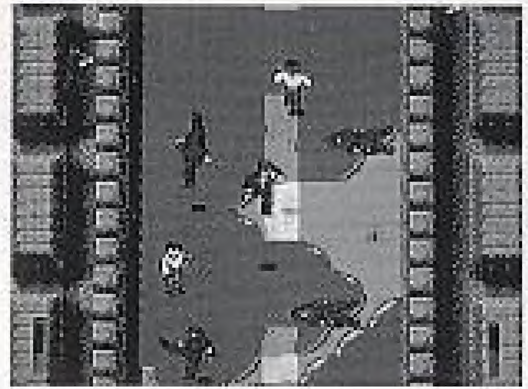
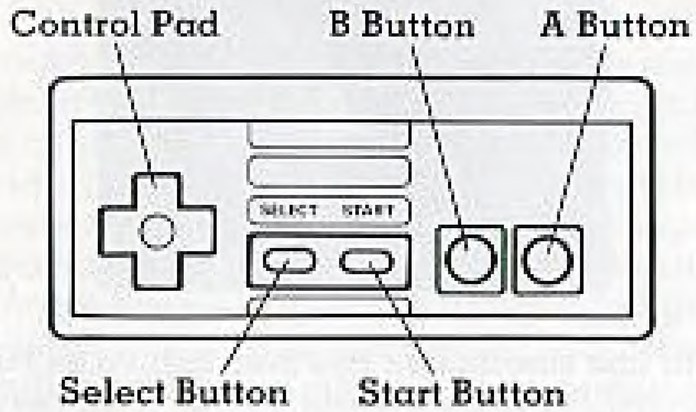
THE STORY

It is the end of the 20th century. A worldwide economic recession wreaks havoc with the nation and the planet. The impending threat of anarchy has given rise to a secret vice organization called 'Crime Ghost.' Dangerously poised to take over the world with its diabolic strategy, 'Crime Ghost' has infiltrated every country simultaneously. There is one President who has initiated a plan to wipe out the association, but now his home has been attacked and his daughter Elise abducted. A letter has arrived demanding that he resign his powerful position within a number of days, or else his beautiful Elise will be executed in a most unpleasant manner. The letter is signed 'Faust, the notorious mastermind of Crime Ghost. The president knows to whom he must turn.



The President has summoned two men known as Paul and Vince, the incredible Ikari Warriors. Now, YOU become Paul and Vince. You must go to the enemy hideout, rescue the lovely Elise, fight Crime Ghost, and destroy them all. To do this, you will use your undersea scuba tactics; your guerilla fighting power with machine guns and grenades; and your own brute strength, together with your superior Martial Arts skills, performing kicks, round-house kicks, jump kicks, punches and more. Ikari Warriors, save the world from chaos! Now!

THE CONTROLLER



Start Button

Press to start game during the title screen. Press to pause during game.

Select Button

Press to start or continue game; press to select 1 or 2 players; press to show score and number of remaining lives.

Control Pad

Press up, down, left, and right to move the hero.

A Button

Press to throw a round-house kick; press to pick up and throw the enemy while in water; press to use a gun while in water.

B Button

Press to use items you pick up.

A + B Button

Press to jump kick in the water and on the ground.

A + B Buttons + Control Pad

Press for round-house kicks while jump kicking.

Note: In area 4 you can use guns in water, but no other means of attack.

GAME PLAY

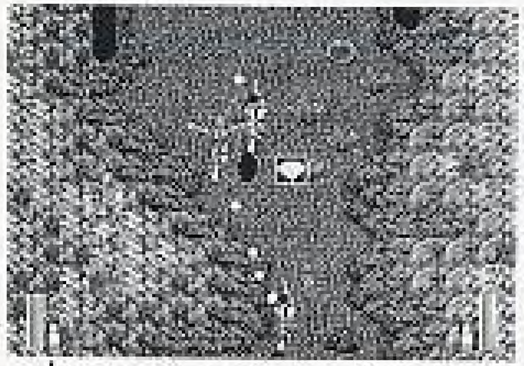
Vince and Paul each have 3 lives.

An extra life is gained every 30,000 points.

The game can be played from the level last played.

Screen Information

Bullets will appear on the screen when you are equipped with a machine gun.



ITEMS

Machine Gun

Machine guns have 10 bullets; use them sparingly.

Grenade

Grenades have very good destructive power; only 11 throws.

Diamond

Diamonds offer bonus points.

Life Item

Life Items will recover the life gauge to 100%.

One-Up Character

Increases number of lives by one.

Drum

Wipes out all enemies on screen. Good for onslaughts.

Rock

Destroys when thrown at enemies.

HEROES

Vince

Strong as an ox and quick as silver. The only person Paul trusts enough to work with; they are partners in blood.

Paul

A soldier for hire, veteran of wars who has fought on the threshold of death. A master of martial arts, combat and military technique.

Elise

The only daughter of the only President brave enough to conspire against Crime Ghost.

SECRET ASSOCIATION – CRIME GHOST

Jason

5-feet-10, 160-pound tough guy. Attacks with a circling spiked iron ball. A viciously primitive combatant.

Todd Manor

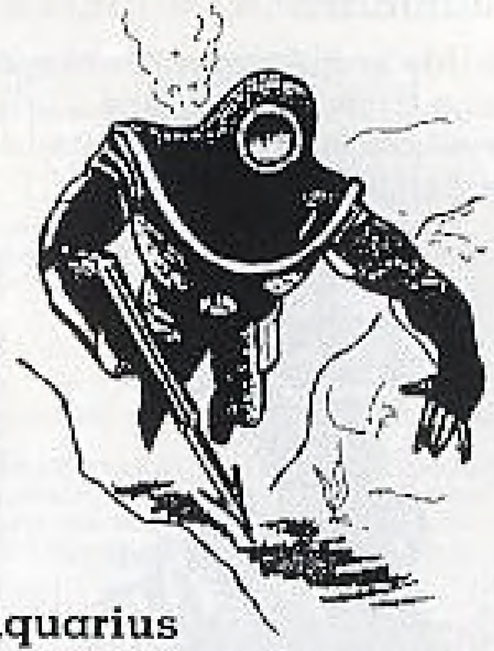
Boss of area 2. Sly and skillful commander of a maneuvering unit. Stands 6-foot-3 and weighs 195 pounds.

Crime Ghost Soldier

Tough but single-minded. Paul and Vince can destroy soldiers and assume their guns and grenades.

Brothers Cheng

Villainous twin bosses of area 3 who instruct the mobile units of Crime Ghost. Versed in ancient arts of war.



Aquarius

Aggressive leader of menacing fight unit in water. Commands aqua-lung soldiers. Dark and devious.

Suohmaru

Swiftly brutal controller of specialized Ninja force. Intelligence advisor to general headquarters. 6 feet tall and 170 pounds, the exact size of Paul.

Faust

Megalomaniac commander of Crime Ghost. Plans to conquer the whole world. Stands nearly 7 feet tall and is 220 pounds of solid muscle.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.